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Zhurkgan

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Zhurkgan (lit. Heartland) is the central part of Kilan-Tal. It is also seen as the most important, both due to its natural resources and its population density.

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General information	
Variation(s)	Heart of Kilan-Tal, The Khan's seat
Status	Semi-dense inhabitation
Ruler	Khagan

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Societal information	
Official Language	Unen
Demonym	Zhurkgani (Heartlanders)
Religion	Various

History

(Information about Zhurkgan is not shared by Kilani Scholars with anyone who does not need to know. Consider the following information strictly OOC knowledge, unless you play a character that is Kilan or a scholar from Bia Thin / Ilan Qurun)

Originally simply labeled Tal (land), Zhurkgan is the spot where the people that would later adapt the moniker Kilan first set foot onto the world. While it is not the land where the mythical origin of the people takes places at the beginning, it is the promised land the Blue Wolf guided its children into to find fresh water.

Artifically raised buildings in early Naimaun villages.

Early Settlements

The earliest villages and towns of the Kilan people sprouted around the lakes and rivers. As some of them tended to flood at certain times of the year, the reasons unknown to the settlers, they developed a technique of building their homes on artifical hills to avoid flooding damage.

These permanent dwellings tended to swell in population during winter, as the Ulus who preferred a nomadic life style returned from their treks and sought shelter among their stationary kin.

Inhabitants

Zhurkgan has the highest density of inhabitants of all the Xeseg, due to its lakes and rivers and fertile soil.

Most Ulus tend to visit Zhurkgan once in a while, some every year during certain months. The capitol city of Kilan-Tal, Altan Urddon, has open plots for such nomadic visitors.

In theory, every Ulus can be found in Zhurkgan, for one reason or another. It also has the highest population of Xanc, due to Ulus coming into contact with one another much more frequently.

Geography and climate

Most of Kilan-Tal are steps, usually hard ground that offers plantlife little to grow from. Even trees are a rarity in some places, especially Hakgan and Taluud. Not so in Zhurkgan, however - the great lakes, which seems to be at least partially born from meteorite impacts, offer a dense cluster of fertile ground, fresh water and fish. Some forests have sprung up in the region as well, but they are still not as numerous as in The North or Bia Thin.

While harsh winds tend to blow over Zhurkgan just like the other Xeseg, the high cliffs the meteorite impacts caused to form along with the trees shield the land from its harsher effects, making the climate around the great lakes much more mellow.

Fauna and flora

Zhurkgan has a rich collection of plants, fish, even some mushrooms (which are barely found in Kilan-Tal) in the forests.

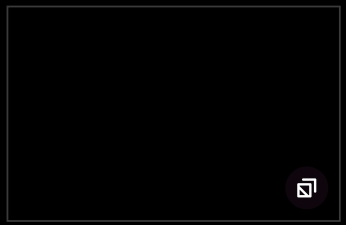
Locations of Note

Zhurkgan is the location of the most villages in all of Kilan-Tal, along with the few true cities that the Kilan people inhabit.

Golomt

The city that would later become Altan Urddon was one of the towns founded quite early in history. A high cliff overlooking the lake later named *Lake of the First Khan* served as chosen location for this most important of cities. It soon became the meeting point for the Khans, and later the seat of the Khagan.

Gallery



Early Kilani people living along the rivers and lakes

Hakland / The Far East	[Hide]
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Nations	Kilan-Tal • Cuchaq Horde • Bia Thin • Ilan Qurun • Asatta • Wose Guntou (Tenijima) • Tuyotuki
Bestiarium	Aydakhurg • Kilan Death Worm •
Kilan-Tal	[Show]
Bia Thin	[Show]
Ilan Qurun	[Show]
Asatta	[Show]
Tuyotuki & Wose Guntou	[Show]

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World	Timeline • Faiths & Pantheons • The North • Mahakam • Southlands • Hakland • Ofir • Melukka • Zangvebar
Gameplay	Character Development • Combat • Crafting • Skills • Unique Skill Branches • Magic • Magic school • Trading • Signs • Invocations • Powers • Death • Wounds • Derangements • Overland Map
Power Groups	Rivian Army • Rivian Guilds • People of Elm • Heimwehr • Mahakam Volunteer Army • Scioa'tael • Order of the White Rose • Mashujaa wa Zang • Brotherhood of Mages • Novigrad Gangs
VIPs	List of Player Characters • King Halm • Brover Hoog • Fergus var Emreis
Bestiary	Aydakhurg • Otso • Nidhögg • Zystling • Wort • Bublios • Ilyocori • Nighthag • Buggegil • Gan Caenn • Ogre • Nemeton
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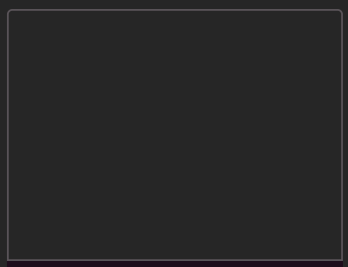

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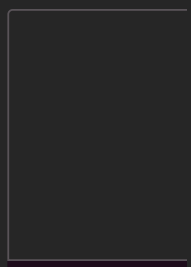

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